Amendments to the Claims:

The following listing of claims will replace all prior versions, and listings, of claims in the application:

1.   (Currently Amended) A game apparatus for executing a predetermined game, comprising:

a storage section ~~for storing a~~ that stores one or more predetermined assigned ~~movement~~movements for each of a plurality of detection regions;

a movement detection section ~~for detecting a movement~~ that has a detection range that is divided into the plurality of detection regions, the movement detection section detecting one or more movements of a player in each detection region;

a similarity decision section ~~for deciding~~that decides a similarity between the ~~movement~~ movements of the player ~~detected by the movement detection section~~ and the predetermined assigned ~~movement stored in the storage section, on the basis of more than~~movements for each detection region based on at least one of a direction, a magnitude and a speed of the ~~movement~~movements of the player; and

a game level setting section ~~for setting~~that sets a game level of difficulty, wherein at least one of a tempo of the predetermined assigned ~~movement~~movements, a type of the predetermined assigned ~~movement~~movements and ~~the~~ a degree of similarity is changed based on the game level of difficulty.

2.   (Currently Amended) A game apparatus according to claim 1, wherein each of the predetermined assigned movements are defined for a corresponding predetermined time, and the similarity decision section decides the similarity between the ~~movement~~movements of the player and each of the predetermined assigned ~~movement~~movements for the corresponding ~~to a~~predetermined time ~~thereof, every the predetermined time of the assigned movement~~.

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3.   (Currently Amended) A game apparatus according to claim 1, further comprising:

a timing notice section ~~for indicating~~that indicates a predetermined ~~time~~timing by a visual effect or an auditory effect; and

a timing decision section ~~for deciding~~that decides whether a timing of the ~~movement~~movements of the player for each detection region detected by the movement detection section ~~coincides with~~correspond to the predetermined ~~time, or not~~timing.

4.   (Currently Amended) A game apparatus according to claim 1, further comprising:

a movement specifying section ~~for specifying the movement of the player to be decided on the similarity, wherein the movement of the player is specified from a plurality of movements of the player concurrently detected by the movement detection section, on the basis of at least one of the direction, the magnitude and the speed of each of the movements of the player~~ that specifies, among movements of the player for each of the detection regions, zero or one movement of the player for each of the detection regions detected by the movement detection section;

wherein the similarity decision section decides the similarity between the movement of the player specified by the movement specifying section and the predetermined assigned movement for each of the detection regions.

5-7.   (Canceled)

8.   (Currently Amended) A game apparatus according to claim ~~7~~4,

wherein the movement detection section detects a detected movement of the player that extends over more than one of the detection regions, and the similarity decision section decides the similarity, ~~by considering~~ between the detected movement of the player

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extended over a plurality of detection regionsand the predetermined assigned movement in each of the detection regions.

9.   (Currently Amended) A game apparatus according to claim 61, further comprising a by-region decision display section for displayingthat displays a decision according to the a similarity decided for every in each detection region by the similarity decision section.

10.   (Currently Amended) A game apparatus according to claim 1,

wherein the similarity decision section changes the a degree of similarity decided according to based on a predetermined condition detected by the movement detection section.

11.   (Currently Amended) A game apparatus according to claim 61,

wherein a boundary between the plurality of detection region regions is changed according to a predetermined condition detected by the movement detection section.

12.   (Original) A game apparatus according to claim 10,

wherein the predetermined condition relates to a body shape of the player detected by the movement detection section.

13.   (Original) A game apparatus according to claim 11,

wherein the predetermined condition relates to a body shape of the player detected by the movement detection section.

14.   (Original) A game apparatus according to claim 1,

wherein the movement detection section comprises an artificial retina chip for detecting the movement of the player.

15.   (Currently Amended) A storage medium in a computer having a computer-executable program recorded thereon, the computer comprising a movement detection section for detecting a movement of a player, wherein the program comprisescomprising:

a program code ~~of~~ for executing a predetermined game;

a program code ~~of~~ for storing a predetermined assigned movement for each of a plurality of detection regions;

a program code for detecting a movement of a player in each detection region;

a program code ~~of~~ for deciding a similarity between the movement of the player ~~detected by the movement detection section~~ and the predetermined assigned movement for each detection region~~,~~ ~~on the basis of more than~~based on at least one of a direction, a magnitude and a speed of the movement of the player; and

a program code ~~of~~ for setting a game level of difficulty, wherein at least one of a tempo of the predetermined assigned movement, a type of the predetermined assigned movement and ~~the~~ a degree of similarity is changed based on the game level of difficulty.

16.   (Canceled)

17.   (Currently Amended) A storage medium ~~on which is recorded~~having a computer program ~~comprising program code means~~ for performing the steps of:

executing a predetermined game;

storing a predetermined assigned movement for each of a plurality of detection regions;

detecting a movement of a player in each detection region;

deciding a similarity between the movement of the player ~~detected~~ and the predetermined assigned movement for each detection region~~,~~ ~~on the basis of more than~~based on at least one of a direction, a magnitude and a speed of the movement of the player; and

setting a game level of difficulty, wherein at least one of a tempo of the predetermined assigned movement, a type of the predetermined assigned movement and ~~the~~ a degree of similarity is changed based on the game level of difficulty.

18.   (Canceled)

19.   (New) A game apparatus according to claim 4,

wherein a plurality of concurrent movements of the player is detected in one detection region by the movement detection section, and the movement specifying section specifies one of the concurrent movements of the player detected in the one detection region based on at least one of the direction, the magnitude and the speed of the movement.

20.   (New) A game apparatus for executing a predetermined game, comprising:

a storage section that stores one or more predetermined assigned movements, the predetermined assigned movements having a predetermined timing;

a movement detection section that detects one or more concurrent movements of a player;

a timing notice section that indicates the predetermined timing of the predetermined assigned movements by a visual effect or an auditory effect;

a timing decision section that decides whether a timing of the concurrent movements of the player corresponds to the predetermined timing for the predetermined assigned movements;

a movement specifying section that specifies a correspondence between the concurrent movements of the player and the predetermined assigned movements based on the decision by the timing decision section;

a similarity decision section that decides a similarity between the concurrent movements of the player and the predetermined assigned movement based on at least one of a direction, a magnitude and a speed of the concurrent movements of the player; and

a game level setting section that sets a game level of difficulty, wherein at least one of a tempo of the predetermined assigned movements, a type of the predetermined assigned movements and a degree of similarity is changed based on the game level of difficulty.

21.   (New) A game apparatus according to claim 20, further comprising a detection range of the movement detection section, the detection range being divided into a plurality of detection regions,

wherein the similarity decision section decides the similarity between the concurrent movements of the player and the predetermined assigned movements for each detection region.

22.   (New) A game apparatus for executing a predetermined game, comprising:

a storage section that stores one or more predetermined assigned movements;

a movement detection section that detects one or more concurrent movements of a player in each of a plurality of detection regions of a detection range thereof;

a movement specifying section that specifies one or more specified detection regions for the concurrent movements of the player based on at least one of a direction, a magnitude and a speed of each of the movements of the player;

a similarity decision section that decides a similarity in each specified detection region between the concurrent movements of the player and the predetermined assigned movements corresponding to the specified detection region based on at least one of the direction, the magnitude and the speed of the concurrent movement of the player; and

a game level setting section that sets a game level of difficulty, wherein at least one of a tempo of the predetermined assigned movements, a type of the predetermined assigned movements and a degree of similarity is changed based on the game level of difficulty.

23.   (New) A game apparatus for executing a predetermined game, comprising:

a storage section that stores one or more first movement vectors of a predetermined assigned movement;

a movement detection section that detects a movement of a player;

a movement vector calculation section that calculates one or more second movement vectors for the movement of the player based on at least one of a direction, a magnitude and a speed of the movement of the player; and

a similarity decision section that decides a similarity between the first movement vectors and the second movement vectors.